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Ankh (video game)

Ankh is a graphic adventure game by German developer Deck13 and published by bhv Software in 2005. It has a 3D environment with cinematic camera movement and incorporates humor. *Ankh* is a remake of *Ankh: The Tales of Mystery*, a 1998 adventure game developed by Artex Software for the Acorn Archimedes.

Ankh spawned two sequels: *Ankh: Heart of Osiris* and *Ankh: Battle of the Gods*. In 2006, the original *Ankh* was ported to Linux[3] and OS X. A Special Edition of the game was released in the UK in February 2007.[4] A Nintendo DS port was released in 2008 under the title ***Ankh: Curse of the Scarab King*** (German: *Ankh: Der Fluch des Skarabäenkönigs*).

Ankh

Developers	Deck13 Interactive (Windows) VIS Games (DS)
Publishers	BHV Software (Windows) Xider Games (DS) Daedalic Entertainment (DS)
Designer	Timm Schwank
Engine	OGRE
Platforms	Linux, Mac OS X, Windows, Nintendo DS
Release	November 4, 2005
Genre	Adventure
Mode	Single-player

Plot

Screenshot showing the game interface

The player takes the role of Assil,[3] the son of a respected architect in Cairo. Assil is a party animal but at some point one of his party-nights turned out sour.[3] When he tries to have some fun in the pyramids with two friends of his, he accidentally breaks some urns and thus disturbs the mummy resting in the pyramid. The mummy punishes Assil by placing a death curse on him, and now he has 24 hours to remove the curse and save himself. Later in the game Assil meets the Arabian ambassador's daughter Thara, who is also a playable character.

Jan Klose, creative director at Deck13 Interactive, also cited *Monkey Island* to be an influence for the *Ankh* series.[5]

Development

The soundtrack for the game was composed by Dynamedion and was rated as 1st place for "Best German Soundtrack 2005".[6] According to *GameStar*, *Ankh* was produced on a small budget "in the low six-digit range".[7]

Reception

Ankh was a commercial hit in the German market, with sales of 100,000 units in that region alone. The *Kölner Stadt-Anzeiger* reported that it also saw success worldwide.[12] According to Deck13, the combined global sales of *Ankh* and its first two sequels—*Heart of Osiris* and *Battle of the Gods*—surpassed 500,000 units by August 2009.[13]

Domestic reception

Review scores	
Publication	**Score**
GameStar	78/100[8]
PC Games	85/100[9]
4Players	85/100[10]
PC Action	86%[11]

The Microsoft Windows and Nintendo DS versions received "mixed or average reviews" according to the review aggregation website Metacritic.[14][15]

International reception

Aggregate score		
Aggregator	**Score**	
	DS	**PC**
Metacritic	61/100[14]	74/100[15]
Review scores		
Publication	**Score**	
	DS	**PC**
Adventure Gamers	0.5/5[16]	3.5/5[17]
Eurogamer	N/A	6/10[18]
GamesMaster	N/A	88%[19]
GameSpot	N/A	7.3/10[20]
GameZone	N/A	7.8/10[21]
NGamer	50%[22]	N/A
PC Gamer (UK)	N/A	76%[23]
PC Zone	N/A	68%[24]
VideoGamer.com	N/A	8/10[1]

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